Editorial

Dennis Remmer
dennis@dstc.edu.au

My first issue as editor of TI-BUG! I hope you like the new format and the articles I've chosen from 'out there'.

This issue there is a nice overview of the aborted successor to the 99/4a; the 99/8, along with a program to transfer PRG files from CS1 to DSK1, a heartfelt open letter from a senior ex-Atari employee; Don Thomas, discussing the recent demise of this other great 80's computer and video game force. The parallels with the fall of the 99/4a make for an interesting comparison. Col Christensen provides a fascinating window back to the heady TIBUG days of 1984. Lastly there's a review of the '96 TI Faire

I trust you enjoyed the Internet overview we had at the previous meeting. I've included a good list of TI Web sites for you to peruse when you have access. To this end you could try your library, or one of the 'Internet Cafes' around town. I've received some more files for the V9T9 emulator, and the archival project is proceeding well.

The next meeting will be held in conjunction with the Christmas dinner on Friday, 6th of December at the Buffet Garden Restaurant, Mains Rd., Sunnybank at 7p.m.
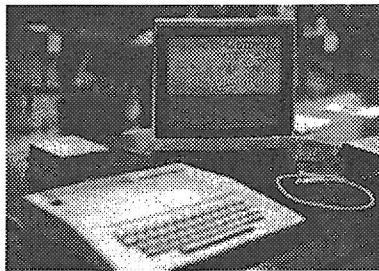
As this will be the final issue for '96, I wish the members of TIBUG a safe and happy Christmas.

The TI-99/8

Steve Eggars & Rich Polivka
stevee@accucomm.net & polivka@gwis.com

The TI-99/8 was TI's last attempt at making it to the top of the home computer market. At the time is was to be released, it would have been more powerful than any other computer in its price range.

It came equipped with 64K of RAM, upgradable to 15 Megabytes. It had built in speech, unlike other computers. It had Extended Basic II included as the standard language at power up. XB II included over a dozen new commands, new string handling code and several new routines that made use of the decimal/hexadecimal number handling. Also available at the power up menu was the PASCAL P-System Version 4.12 and a SET SPEED option for setting the speed of the computer. There is a SLOW mode, a 99/4A mode and a FAST mode for running the 99/8 at the full 10 MHz speed. The fourth selection was whatever module was plugged into the GROM port.
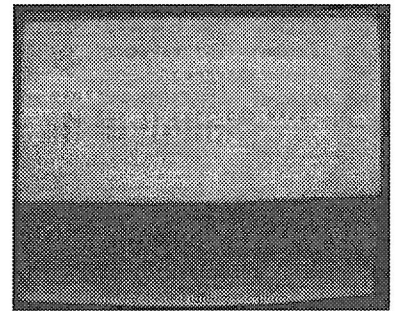
Ports included cassette, video, AC power and the Hex-Bus port. The expansion port on the side of the console had 50 pins versus the 44 pins on the 99/4A. The extra pins and juggling of signals gave the 99/8 a true 16 bit handling on its I/O bus. The cartridge port was mounted on the top of the console and installing a cartridge vertically instead of pushing the cartridge horizontally into the front of the console. The keyboard was totally redesigned, adding to keys to lessen the use of the FUNCTION key. The Keyboard is almost 4 inches wider and touch typing was easier because it felt like a full Selectric typewriter keyboard.

Some specifics about the 99/8 project.....

CONTENTS

According to several discussions with people connected with the 99/8 project, I have gathered the following information. The 99/8 almost died in the development stage because of the complexity of the memory mapper. A big breakthrough by one individual kept the project going. There were approximately 1000 etched PC boards. Only 250 of these were actually assembled into working units. Out these 250, only about 150 were the final preproduction versions. These early units, if they had Pascal installed, had them on ROMS instead of GROMS. Only less than 2 dozen 99/8's have the Pascal system intact.
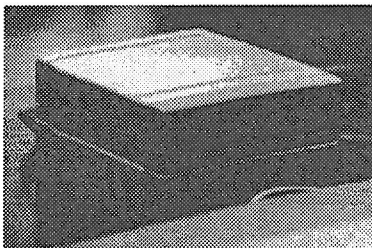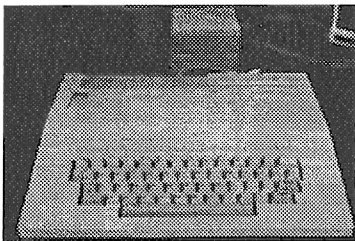
One thing about the 99/8 was the compatibility with the 99/4A. Anything that is on cartridge will work perfectly, except for Extended Basic, for obvious reasons. Most Basic and XB programs will work also.

THe BIG reason the 99/8 never made it to market was due to TI CEO J. Fred Bucy. He was the man who decided that TI had to do the quickest thing it could come up with to heal the wound through which hundreds of millions of dollars was flowing. He called a board meeting and because of that meeting, the whole home computer division was shut down. Thus ending hope for the future - the 99/8, as well as support and everything else that owners of 99/4A's needed. We still survive as users of the 99/4A, but in spite of TI.

Copying PRG files from CS1 to DSK1

Michael Zapf

zapf@diamant.vsb.informatik.uni-frankfurt.de

Here's the source code for a copy utility (especially useful for Adventure files). You need to save the lines in a file on your TI, e.g. DSK1.CSTODSK_S. Then use the assembler and enter DSK1.CSTODSK as the object file name and R as options. When you use the program you will NOT be asked for a file name to copy the cassette data to. It is always CS1PRG. Before you start the program again, rename the file so that it won't be overwritten.

```
* Copy PRG files from CS1 to DSK1
* (especially useful for adventures)
*
*    TI BASIC READY
* > CALL FILES(1)
* > NEW
* > CALL LOAD("DSK1.CSTODSK")
* > CALL LINK("COPY")
* Rename the disk file with Disk Manager
*
* Michael Zapf     1985, 1996

          DEF  COPY
          REF  DSRLNK,GPLLNK,VMBW,VMBR

VDPBUF EQU  >0800
MAXLEN EQU  >3300   * should suffice
CHKVAL EQU  >A500   * arbitrarily chosen

DSKPAB DATA >0600,VDPBUF,0
DLNG   DATA 0
       DATA >000B
       TEXT 'DSK1.CS1PRG'

CSPAB  DATA >0500,VDPBUF,0,MAXLEN
       DATA >6003
CSNAME TEXT 'CS1'

COPY   LI   R0,>0380
       LI   R1,CSPAB
       LI   R2,13
       BLWP @VMBW

* Fill VDP buffer with >A5
* (to determine the actual size)

       LI   R0,VDPBUF+>4000
       SWPB R0
       MOVB R0,@>8C02
       SWPB R0
       MOVB R0,@>8C02
       LI   R1,CHKVAL
       LI   R2,MAXLEN
CLLP   MOVB R1,@>8C00
       DEC  R2
       JNE  CLLP

* Prepare for GPLLNK

       LI   R0,CSNAME
       LI   R1,>834A
       MOV  *R0+,*R1+
       MOVB *R0,*R1
       LI   R0,>0003
```

```
       MOV  R0,@>8354
       LI   R0,>038D
       MOV  R0,@>8356
       CLR  @>83D0
       LI   R0,>0800
       MOVB R0,@>836D
       SWPB R0
       MOVB R0,@>837C

       BLWP @GPLLNK
       DATA >003D

* Find out how long the file was.

       LI   R0,VDPBUF
       SWPB R0
       MOVB R0,@>8C02
       SWPB R0
       MOVB R0,@>8C02
       CLR  R1
       LI   R2,MAXLEN
       MOV  R0,R3

LSLP   MOVB @>8800,R1
       CI   R1,CHKVAL
       JEQ  $+4
       MOV  R0,R3
       INC  R0
       DEC  R2
       JNE  LSLP

       AI   R3,-VDPBUF
       INC  R3

* Result is in R3; should be a multiple
* of >40 (only with cassette files).
* Let's hope the file didn't end with
* >A5 (the CHKVAL).
* We round up to a >40 multiple so that
* this case is effectively worked
* around.

       AI   R3,63
       ANDI R3,>FFC0

       MOV  R3,@DLNG

* Set up the PAB for saving.

       LI   R0,>0380
       LI   R1,DSKPAB
       LI   R2,21
       BLWP @VMBW

       LI   R0,>0389
       MOV  R0,@>8356
       CLR  @>837C

* Here we go.

       BLWP @DSRLNK
       DATA 8

       RT

       END
```

Did you hear anyone say "Goodbye"?

Donald A. Thomas

75300.1267@compuserve.com

It's odd to imagine an institution, which was as big and as powerful as Atari once

was, to have been shut down in recent days. The real amazement for me is that it was all accomplished without a measurable flinch from within or outside the gaming industry. I can understand that gamers wanted to push Pong out the door early in the timeline. I can appreciate that the classics such as Missile Command and Asteroids do not push 32-bit and 64-bit systems to any technological limits. I know all these things intellectually, but the heart cannot face the truth that the world and the corporate machine known as Atari could not find an amicable way to coexist.

On Tuesday, July 30, 1996, Atari Corporation took each and every share of it's company (ATC), wrapped them all in a tight bundle and presented them to JTS Corporation; a maker and distributor of hard disk drives. On Wednesday, the shares were traded under the symbol of JTS. Within a few weeks, the remaining staff of Atari that were not dismissed or did not resign, moved to JTS' headquarters in San Jose, California. The three people were assigned to different areas of the building and all that really remains of the Atari namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx products.

It was only as long ago as mid '95 that Atari executives and staff believed things were finally taking a better turn. Wal*Mart had agreed to place Jaguar game systems in 400 of their Superstores across the country. Largely based on this promise of new hope and the opportunities that open when such deals are made, Atari invested heavily in the product and mechanisms required to serve the Wal*Mart chain. But the philosophical beliefs of the Atari decision makers that great products never need advertising or promotions, put the Wal*Mart deal straight into a tailspin. With money tied up in the product on shelves as well as the costs to distribute them to get there, not much was left to saturate any marketplace with advertising. While parents rushed into stores to get their kids Saturns or PlayStations, the few that picked up the Jaguar were chastised by disappointed children on Christmas day.

In an effort to salvage the pending Wal*Mart situation, desperate attempts

to run infomercials across the country were activated. The programs were professionally produced by experts in the infomercial industry and designed to permit Atari to run slightly different offers in different markets. In spite of the relatively low cost of running infomercials, the cost to produce them and support them is very high. The results were disappointing. Of the few thousand people who actually placed orders, many of them returned their purchases after the Holidays. The kids wanted what they saw on TV during the day! They wanted what their friends had! They wanted what the magazines were raving about!

In early 1996, Wal*Mart began returning all remaining inventory of Jaguar products. After reversing an "advertising allowance" Atari was obligated to accept, the net benefit Atari realized was an overflowing warehouse of inventory in semi-crushed boxes and with firmly affixed price and security tags. Unable to find a retailer willing to help distribute the numbers required to stay afloat, Atari virtually discontinued operations and traded any remaining cash to JTS in exchange for a graceful way to exit the industry's back door.

Now that JTS has "absorbed" Atari, it really doesn't know what to do with the bulk of machines Atari hoped to sell. It's difficult to liquidate them. Even at liquidation prices, consumers expect a minimal level of support which JTS has no means to offer. The hundreds of calls they receive from consumers that track them down each week are answered to the best ability of one person. Inquiries with regard to licensing Atari classic favourites for other applications such as hand-held games are handled by Mr. John Skruch who was with Atari for over 13 years.

In spite of Nintendo's claim that their newest game system is the first 64-bit game system on the market, Atari Corporation actually introduced the first 64-bit system just before Christmas in 1993. Since Atari couldn't afford to launch the system nationwide, the system was introduced in the New York and San Francisco markets first. Beating the 32-bit systems to the punch (Saturn/ PlayStation), Atari enjoyed moderate success with the Jaguar system and

managed to lure shallow promises from third-party companies to support the system. Unfortunately, programmers grossly underestimated the time required to develop 64-bit games. The jump from 8-bit and 16-bit was wider than anticipated. In addition, Atari was already spread thin monetarily, but were required to finance almost every title that was in development.

After the initial launch, it took Atari almost a year before an assortment of games began to hit store shelves. Even then, having missed the '94 Holiday Season, many of the planned titles were de-accelerated to minimize problems caused by rushing things too fast. Consumers were not happy and retailers were equally dismayed. The few ads that Atari was able to place in magazines were often stating incorrect release dates because that information changed almost every day although magazines deadline their issues up to 120 days in advance.

It was in 1983 that Warner Communications handed Jack Tramiel the reins of Atari. By this time, Atari was often categorized as a household name, but few households wanted to spend much money on new software and the systems were lasting forever. No one needed to buy new ones. That, combined with Warner's obscene spending, amounted to a *daily loss* of over $2 million. Atari was physically spread all over the Silicon Valley with personnel and equipment in literally 80 separate buildings; not considering international offices and manufacturing facilities. Mr. Tramiel took only the home consumer branch of Atari and forced Warner to deal with the arcade division separately. Within a few years, Jack took the company public, introduced an innovative new line of affordable 16-bit computers and released the 7800 video game system.

To accomplish these miracles for Atari, Jack implemented his "business is war" policies. While people who publicly quoted his statement often felt that policy meant being extremely aggressive in the marketplace, the meaning actually had closer ties to Tramiel's experience as a concentration camp survivor. Of the 80 buildings in Sunnyvale, Santa Clara and Milpitas,

almost every one of them were amputated from Atari's body of liabilities. The people, the work, the heritage, the history were fired or liquidated. Those who survived were unsympathetically required to fill in the gaps and while most tried, few actually found a way to be successfully do what a dozen people before them did. Atop the mountain, Jack pressed with an iron thumb. All Fed/Ex mailings were required to be pre-approved by one of a handful of people. "Unsigned" purchase orders went unpaid regardless of the urgencies that inspired their creation. Employees found themselves spending valuable time trying to find ways around the system to accomplish their jobs. Many of them lost their jobs for bending the rules or never finding a way to make things work. As horrible as it all sounds, it actually was the only way to protect Atari as a company and give it a chance to survive as it did and did very well.

Jack's introduction of the 16-bit computer was initially hearty in the United States but it went extremely well in Europe. Europeans were not accustomed to "affordable" technology and although the Atari computers were not IBM compatible, it didn't matter because people could afford them. Jacks' private laugh was that the computers were sold at prices much higher in Europe than Americans were willing to pay. As a result, most of the machines made were being shipped to European destinations to capture the higher margin. This enraged the people in the United States that had been Atari loyalists. While waiting months for stores to take delivery domestically, international magazines were touting ample supplies. Those in the know within the U.S. became dismayed. The remainder never knew Atari was slowly abandoning the value of Atari's name recognition as it became easier and easier to forget some assuming Atari had long filed for bankruptcy.

On a technical level, Atari 16-bit computers were designed beyond their time. For less than $1,000, consumers could enjoy "multimedia" before the phrase was ever really widely used. The icon-based working environment proceeded Windows popularity although the essential attributes of the two environments were very similar. MIDI

was built-in and became an instant hit in the high-end music industry. Tasks were activated and manipulated with a mouse and the system accepted industry standard peripherals such as printers, modems and diskettes.

With all the genius that went into the technology of the machines, very little of equivalent genius went into the promoting and marketing the machines. Mr. Tramiel was the founder of Commodore Business Machines. When he introduced the PET computer in 1977, Jack discovered he didn't have to call a single publication. Instead they all flocked to his door demanding an opportunity to see the product. News magazines. Science Journals. Business newsletters. Newspaper reporters. They were all there with microphone, camera and pen in hand. And they kept coming back. Adding a switch, announcing a new 4K application or signing a new retailer were all big stories the press wanted to handle.

Today, a new video game announcement may generate a request from any of the dozens of gaming magazines for a press release, but a lot of costly work has to be done to assure fair or better coverage. Editorial people are literally swamped with technical news. Samples are mailed regularly to their attention. Faxes fly in through the phone lines and e-mail jams up their hard drives. It takes a lot to grab their attention.

While Atari retained hopes to be successful with the Jaguar, Atari's marketing people were fighting established standards in the industry with severe handicaps. Since cartridges (the Jaguar was/is primarily a cartridge-based system) were so expensive, editorial people were required to return them before new ones would be sent. Editorial people like to assign review projects. So finding cartridges they sent out was not always easy to do. Additionally, reviewers often love their work because they get to keep what they write about. Regardless, the few magazines willing to cover Atari products were more often turned away because of a lack of programmable cartridges or any number of other indecisive barriers. In-store signs and posters were sometimes created, but many retail chains charge premiums to

manufacturers that want to display them. Some direct mail campaigns were implemented, but Atari often could not afford to keep those things being advertised on schedule. Therefore, the advertisements were published and distributed, but the product was not available.

Clearly, Jack's experience with the world beating a path to the door of a company making a better mousetrap no longer applied. The world had revolved a few times beneath him and he never noticed. The tactics used to successfully sell Commodore computers were simply antiquated notions from the past. Meanwhile, Sony launches the PlayStation with over $500 million in marketing funds. Today, the PlayStation is considered the most successful next-generation gaming machine throughout the world. Sony bought the market. Tramiel's Atari never learned how to do that. Actually, they never could afford it anyway.

After the 1990's got underway, Europe as well as the rest of the world, discovered that IBM-compatible computers were becoming more powerful and more affordable. The world always did want computers at home just like in the office and companies like Dell and Gateway exemplified the industry's trend toward home-based office computers. As a result, companies like Commodore, Atari and Next couldn't compete any longer. While the dedicated user base of each of them felt abandoned by these companies having to leave the computer market, the inevitable prevailed. Commodore jumped ship, Next changed business goals completely and Atari invested what they had left in the Jaguar game system. Even today, Apple is kicking and screaming. As good as Apple was at creating a huge niche for themselves, they focused more heavily on education. When kids grow up and get jobs, they want business machines. IBM was always the business standard.

When one examines the history of Atari, an appreciation can grow for how many businesses and people were a part of the game over the years. Chuck E. Cheese Pizza was started by Atari's founder, Mr. Nolan Bushnell. Apple Computer was born in a garage by ex-Atari employees.

Activision was founded by Ace Atari programmers. The list goes on and on.

But for some pathetic reason Atari's final days came and went with no tribute, no fanfare and no dignified farewells. Why? Where did all the talent go? Where are all the archives? Where are the vaults? Where are the unpublished games and where are the originals of those that were? Why has no company stepped forward to adopt the remaining attributes Atari has to offer? Where are the creditors? What has happened to all the properties and sites? Where are the databases, warranty cards, promotional items, notes on meetings, unanswered mail? Who owns P.O. Box 61657? Who goes to work in Atari's old offices? Where do consumers have their systems fixed? Who is publishing new games? Who still sells Atari products? Why are there still a lot of people talking about Atari on-line?

I'm an ex-Atari employee and proud to have been. I'm still an Atari devotee and proud to be. To me, these are questions which all deserve an answer, but who will ask them?

The best people to ask these questions are those who have exposure to the public. If you believe Atari left us without saying goodbye, contact Dateline at dateline@nbc.com. If you REALLY believe, then send this article to 10 of your friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers or other news programs. A letter in your own words would be great!

I'd spend money for a thorough retrospect on Atari. Wouldn't you?

Wouldn't it at least be nice to say "Goodbye"?

The way it was in 1984

Forwarded by Col Christensen:
Explanatory notes on changes to the
Constitution proposed and drafted by
Tony Wallen.

The following appeared in the March 1984 issue of Bug-Byte.

The membership of the club is now so large that it is quite impractical to conduct meetings at which the members can achieve their primary objective in joining a club such as ours, which is to become more proficient in their chosen use of the TI/994A. There must be opportunities for discussion, problem solving, demonstrations and practical programming. We have had meetings with over 100 people trying to peer at one TV set and for all but a few closest to the demonstration, there was no opportunity to ask questions even if they were in a position to see what was going on in the first place.

The practical solution is to form a series of smaller groups based on locality, or special interest that are freed from the responsibilities of keeping minutes, financial concerns or administration and can get on with "computing". Hopefully it will mean that there will be several meetings per month that an enthusiast can attend all of which will have a high "practical" content. It will also enable members in Mt Isa, Townsville, and other palaces inaccessible to Brisbane to meet without the formalities of forming a proper club and yet have access to a central executive, the club programme library and information from around the world by way of the newsletter. I am sure groups will form specifically for education, assembly language, adventure gaming, Logo and probably many other special interests too, each of which will have a wealth of expertise in its chosen field that can be accessed by all through the central information exchange that knows where to find the answer or who to put you in touch with.

My proposed changes to the constitution are intended to recognise the wider membership by changing the name to encompass Queensland and making the formation of groups simple, flexible and optional whilst maintaining the control of the central administration. It ensures that all substantial groups will be represented in the decisions of the executive and yet cannot override it without the consent of all members, and also limits the executive's spending without your approval now that the club has an income in excess of $5000 p.a. I have also taken the opportunity to limit elections to once a year for all positions and to permit, if necessary, the

appointment of outsiders to jobs that it has been difficult to fill with appropriately qualified members.

If the proposal is passed, the entire present membership will become the Central Brisbane Group which will continue to conduct meetings every month to which all are welcome. There will be no business at these meetings because a short General Meeting will have been held earlier. Depending on the size of the gatherings, but I imagine it will be the largest group, the programme will be limited to activities that all can participate in - such as questions and answers, or lectures, or limited demonstrations for a seated audience. It will be up to the other groups to invite demonstrations by the experts at their own meetings and to advise those interested where and when they will be held.

Resigning from the Central Brisbane Group will not limit your rights to attend that meeting or General Meetings, but non-members of smaller groups may have to book ahead if they wish to attend another small group meeting depending on the facilities available. Many, I am sure, will be held at homes. Country members who do not have enough enthusiasts in their area to form a group will nominally remain members of Central Brisbane which really means little change to their status except an improved opportunity to communicate with other members who have declared an interest in a specific area of computer use.

It is also proposed, but not as part of the constitution, that the chairperson of each group will be given a stock of club programme tapes to be offered for sale to the members and will also collect membership fees if they are offered and will be issued with a receipt book for the purpose. This will be the only formal requirement but of course the executive council, via the secretary, will expect some sort of report on happenings, events, meeting time, membership changes etc. from each group in order to keep all their members informed. There will be only one membership fee - to the association.

[CC: There followed 17 clauses relating to changes to the constitution. At that

stage there were a number of special interest groups including assembly language, Logo and education and a locality groups meeting at Toowoomba, the South Coast, Ipswich, Northside and Southside.]

1996 Chicago TI Faire

Gary Cox

garycox@netten.net

The 14th Annual Chicago TI Faire was held November 9th, 1996 in Evanston, Illinois! It's hard to believe that 14 years have passed since the beginning of the Chicago TI Faire, many people now in the computer field didn't even know what a computer was 14 years ago!

Hal Shanafield, Chicago Faire Chairman, once again did a great job organizing the event. Estimated attendance to the event was around 100 or so people although the floor seemed more crowded at times than last year. Vendor attendance was about the same but not quite as many items for sale this year as last. At the same time many new products were introduced as well as many user groups had a variety of products for sale.

One user group headed up by Michael Mickelson of the Windy City TI Users Group had the largest array of used software and equipment for sale of anyone at the event. My group, the Mid-South TI99/4a User Group, also had an array of hardware and software for sale with items such as consoles for as little as $10 each! Other user groups had a variety of items for sale plus the usual promotions for their user groups. Dave Connery manned the Chicago User Group table with a variety of software for sale... Charles Good of the Lima TI Users Group had available for free copying the complete Jim Peterson library! William Lucid of the Indianapolis TI Users Group had a variety of items for sale as did the Milwaukee TI users group... Barry Harmsen of the Dutch TI Users Group from The Netherlands along with Gerd Weissmann from Germany brought some interesting new TI hardware (mentioned later in this article)! Then last but not least the TI Users of Will

County had a variety of items including flip strips for the TI console.

Someone who has not attended a Chicago TI Faire in a few years was Beery Miller of 9640 News. New from Beery is a CD-ROM containing the contents of TI and Geneve Public Domain and Shareware software. Most of the software was obtained from the Genie software libraries and the 9640 News BBS. Beery was also promoting the new Genie Interactive service which is a new internet based on-line service. The new interactive service can be accessed through any internet provider linking the user to much of the same information as is accessed through the regular on-line service.

The most interesting part of the faire this time was a variety of hardware projects created by Michael Becker and demonstrated by Gerd Weissmann. One such product is the High Speed GPL Card for the TI PEB which allows the TI99/4a to run 8 times faster! A built on board EEPROM Programmer allows the storage of up to 16 modules! Also new was the SGCPU which contains the entire TI99/4a on a card. Right now a small TI99/4a Keyboard is needed to operate the device but soon an AT and option to use a AT Keyboard will be added. Gerd also demonstrated a 80 column card which operates at over 256k colours plus Michael also has available a DS/DD controller card... All these products are currently being made in Germany. Negotiations with a US supplier is underway to allow the products to be ordered from inside the USA. These are some really great products, which if they become available for sale from a US supplier, should be come a very popular item! Currently these items are available only for order from Germany. For more information contact: System 99 User Group (SNUG), Michael Becker, Diedesfelderstr.12, 68308 Mannheim, Germany.

Mike Wright of Cadd Electronics was running version 3a of PC99 TI99/4a Emulator for PC's. Work continues on updates although no time schedule is being followed as to dates on the completion of updates... Mike, indicated the next release, version 4, of PC99 will hopefully contain Myarc Controller support as well as Speech... Mike is also

placing a great deal of TI manuals on PC diskette complete with all original graphics. An executable program is included with the manuals so nothing additional is needed to view the documents plus a variety options are available including options such as printing the manuals or doing a search... Most manuals in the PHM module series have already been converted over to this on-line format with more on the way.

Bud Mills of Bud Mills Services was present with version 1.07 of the SCSI Eprom's for the TI and Geneve SCSI cards. Bud mentioned that they are one step closer to completion of all items promised on the SCSI controller. However, currently working with the SCSI controller is SCSI hard drives, Zip drives, Syquest drives and testing is underway with JAZ drives. A new version of the EPROM is currently being tested and should be available soon. Bud also mentioned he just completed an order of Horizon 4000 boards and thus the Horizon 4000 Ramdisks are once again available.

Tim Tesch was present at the faire and mentioned he is continuing to work on updating PORT correcting various bugs... Tim is also working on the Geneve LOAD SYS which when completed and with an updated SCSI EPROM, which is in the works, the Geneve will be able to boot from a SCSI hard drive.

Bruce Harrison had several new programs including a new version of Loadmaster (version 2.2). Loadmaster is a really neat program which will identify most file types on a diskette and inform the user on what is needed to use that file. Thus if the file it a TI Artist picture Loadmaster will indicate that in the file catalogue. If the file is an Extended BASIC or Editor/Assembler option #3 or #5 it will run the file... Loadmaster will also print a disk catalogue in the form of a diskette sleeve and the speed of the program's overall operations is much faster than previous versions. The program is written jointly by Mickey Cendrowski and Bruce Harrison and is distributed as Shareware. Loadmaster is available from various user groups or Charles Good will send anyone a copy by sending $1 to, Charles Good, P.O. Box 647, Venedocia, Ohio, 45894. Be

sure to read the title screen for instructions on sending in your donation for the program, it's well worth it!

Bruce Harrison also had a new program called AMS Slideshow which uses the AMS card to display TI Artist pictures. AMS Slideshow can be set to change pictures at a selected interval in time up to 0.1 seconds between pictures or set to look for a keyboard press before going to the next picture! AMS Slideshow requires the AMS memory card in order to function at it's best performance! Also new from Bruce Harrison was Speed Reader which teaches a person to speed read!

Don Walden of Secure Electronics was present with a variety of special interest parts such as replacement GROM connectors, TI99/4a replacement keyboards, Rave 99 Speech Cards plus a variety of CC40 equipment at discounted prices. Don also mentioned he now has a new address and phone number which is listed at the end of this article.

Ken Gilliland of Notung Software talked about plans for additional TI Casino games... Also Ken's Solitaire game is now available as a stand alone product or as an addition to TI Casino.

Victor Steerup represented Ramcharged Computer with a large table full of software including Asgard products not available anywhere else! One item which caught my eye that Ramcharged Computers was selling was Rapidcopy ($9.95) which is an excellent disk duplicator program. Rapidcopy has been around for a while but it is the best program available which copies diskettes at lightning speed! New from Ramcharded were several new game programs ($7.95 each) for the Geneve including Train Twister, Time Guardian, Jungle Terror, Submarine Revenge, Sea Teller, Cave Explorer and Space Champions. Ramcharged also had available a spell checker called Spell it in SS/SD, SS/SD, DS/DD and Harddrive format versions.

Finally, at the banquet following the faire Dave Connery received an award from the Chicago TI Users Group for his outstanding work for the group... Then the John Birdwell award for outstanding

commitment and contributions to the TI community went to a very deserving person, Bruce Harrison!

All in all the 1996 Chicago TI Faire was a success and a good time for all! A video tape was made of the event by the Chicago TI Users Group and hopefully will be available soon. I hope to see everyone at Fest West as well as the Lima TI Faire!

1996 CHICAGO TI FAIRE VENDOR LISTING

9640 News, P.O. Box 752465, Memphis, TN 38175-2465, (901) 368-1169

Bud Mills Services, 166 Dartmouth Dr., Toledo OH 43614, (419) 385-5946

CaDD Electronics, 45 Centerville Drive, Salem, NH 03079-2674, (603) 893-1450 or (603) 895-0119, EMAIL: mjmw@xyvision.com

Cecure Electronics Inc. c/o Don Walden, P.O. Box 132, Muskego, WI 53150 1-800-959-9640 (orders only), (414) 422-1010 (voice), (414) 422-994A (tech line), BBS (414) 422-9669).

Harrison Software, 5705 40th Place, Hyattsville, MD 20781-1727 (301) 277-3467.

Hoosier TI Users Group, P.O. Box 2222, Indianapolis, IN 46206, email: lucid@indy.net

Mid-South TI99/4a User Group, P.O. Box 38522, Germantown, TN 38183-0522, (901) 358-0667, Email: garycox@netten.net

Lima TI Users Group, C/O Dr. Charles Good, Ohio State University, Lima Campus, Lima OH 45804.

Notung Software, 7647 McGroarty St. Tujunga, CA 91042, (818) 951-2718 (now carrying MS software), email: empken@loop.com, Web page: http://www.loop.com/~empken/

Ramcharged Computers, P.O. Box 81532, Cleveland, OH 44181, (216) 243- 1244

TI-Gruppe Mannheim: Koenigstrasse 17-19 D-67655, Kaiserslautern, Germany.

TI Users of Will County, 1400 Caton Ave., Joliet, IL 60435

Vereniging TI-Gebruikersgroep (Dutch TI Users Group) le Osterparkstr. 141e 1091 GZ Amsterdam, The Netherlands.

Windy City 99 Club, 1549 Webster Ln., Rosemont, IL 60018-1423, (312) 444-5680

TI Web Sites

Dennis Remmer
dennis@dstc.edu.au

Here is a list of useful TI 99/4a-related World Wide Web sites.

Milton Bradley's MBX system for the TI 99/4A Computer Page!
http://www.sundial.net/~rob/ti_mbx.htm

The TI-99/4A Page
http://sys00.ti6.tu-harburg.de/~ti6hk/hobby/ti/index.html

Kerry's Home Page
http://www.umr.edu/~khigh01/994a.html

TI-99/4A Home Computer Page
http://w3.gwis.com/~polivka/994apg.html

Gary Cox's TI Page
http://www.netten.net/~garycox/ti99idx.htm

V9T9 TI-Emulator Source
ftp://ftp.io.com/pub/usr/edswartz/v9t9/

A TI-related FTP Site
ftp://ftp.io.org/pub/users/opanit/TI994A/

Another TI-related FTP Site
ftp://ftp.solon.com/pub/ti99/

TI Brisbane User Group

Committee

President: Rex Jones
3396 1662

Vice-President: John Campbell
3351 3107

Secretary: Garry/Col Christensen
3888 4857 / 3284 7783

Treasurer: Val Jones
3396 1662

Editor: Dennis Remmer
3870 5710
dennis@dstc.edu.au

Disk Librarian: John Reynolds
3357 9758

Tape Librarian: Bruce Campbell
3351 3107

Book Librarian: Trevor Campbell
3351 3107

Module
Librarian: Bruce Campbell
3351 3107

Contributions to TIBUG are invited from both members and non-members. Articles for inclusion in the succeeding bi-monthly newsletter are required at least two weeks before the monthly meeting and may be included in that newsletter at the discretion of the Editor.

Most original articles by members of TIBUG in this newsletter are on available on disk and are available to other User Groups on request.

Submissions of articles, reviews, comments and letters from members is encouraged, however the Editor asks that those submitting keep the following in mind:

Submissions should be about the TI Community in particular, computers in general, or of sufficient general interest. The preferred media is computer file, preferably in ASCII (Text) or Microsoft-Word compatible format, submitted on MacIntosh or IBM-compatible floppy disk or via Electronic Mail to the Editor. Handwritten submissions are acceptable but please remember that they have to be retyped. Other submissions, such as typed, printed or photocopied are welcome but must of reproducible quality.

Submissions are best sent directly to the Editor:

Dennis Remmer - TIBUG Editor
PO Box 30, Toowong QLD 4066
(Email: dennis@dstc.edu.au)

NEXT MEETING
Date: Friday, 6th December
Time: 7 p.m.

BUFFET GARDEN FAMILY RESTAURANT

SUNNYBANK (K-Mart) PLAZA (off Food Court)
CNR. MAINS RD & McCULLOUGH ST.

FRESH SEAFOOD	CAPPUCCINO COFFEE & TEA
TASTY CARVERY	1000 UNDERCOVER CARPARK
FRESH GARDEN SALADS	350 COMFORTABLE SEATING
DESSERTS	LICENCED LIQUOR BAR
ASIAN FOOD	SENIOR CITIZEN 10% DISCOUNT
PASTA	RESERVATIONS WELCOME
SOUP	

MEMBERSHIP FEES 1996-97

$20

Sorry about the rather late notice. Local members had renewed early but distant members had not been notified till now. However, all have continued to receive newsletters until the future of the newsletter had been decided.

TI Brisbane User Group
PO Box 3051
Clontarf MDC, QLD 4019
Australia